

This manual provides technical information useful in playing a game of PANZER STRIKE! The majority of this manual consists of the unit data charts and the weapons chart. In addition, there are some formation composition charts, two sample organizational charts, the terrain effects charts, and the scenario notes.

INTRODUCTION TO THE UNIT DATA CHARTS AND THE WEAPON CHART:

The following charts contain much information which is helpful in playing PANZER STRIKE! The following charts are broken down into two main groups: the five unit data charts and a weapons chart. The unit data charts set forth all necessary information about the units except for the information about the combat weapons that they carry. This information is contained in the weapons

By using the editing feature of PANZER STRIKE!, you can change the unit type for any unit which the computer gives you. In the scenarios you can also change the weapons that each unit carries. The information you need to do this is contained in the following charts.

There are five unit charts used in the game, and the one you are using depends on the nationality of your force. All unit charts use the same weapons chart.

Some weapons, however, appear only on certain fronts; this information is given on the weapons chart. The following gives you which unit chart to consult:

Init Chart Nationalities Covered

Serman Germany
Soviet Soviet Union and Poland
British British Commonwealth
Minor Axis Italy, Hungary, Rumania

& Finland Minor Allied France, Belgium, & The unit chart you are using has an effect on the editing of units. For instance, if you have chosen to play a country covered by the Minor Axis chart, when you edit a unit you will be able to replace it with any unit on that chart. Thus even though you may have decided to play the Italians, you could give them Hungarian or even those German tanks that are on the same chart.

Note that the unit data that appears in the scenarios may be slightly different from that appearing on the charts.

JNIT DATA CHARTS:

The following column headings are used on the unit data charts:

This is the number to be entered for unit type when editing your units.

Name: The name of the unit.
Size: The silhouette size of a vehicle

Crw: The number of men in a vehicle's

1st Shot: The unit's first shot rating. Rdo: The percentage chance that the

unit will have a radio.

TC: A vehicle unit's turret or upper hull gun(s).

G: A vehicle unit's hull gun(s).

FT: A vehicle unit's front turret/upper hull armor.

FH: A vehicle unit's front hull armor.

ST: A vehicle unit's side turret/upper hull armor.

SH: A vehicle unit's side hull armor.

A vehicle unit's top armor. IM-PORTANT: For nonvehicle units, this number is the number of transportation points needed to carry the unit. A cost of 99 means the unit cannot be carried.

Cls: The class of the unit.

1st yr. The first time period that the unit is available.

Lst yr: The last time period that the unit is available.

Notes: Various comments about the unit are on the following line.

GERMAN UNIT DATA

NO. NAME SIZE SPD CRW 1st SHOT	PZ-IB 3 15 2	First mass produced german tank, even in 1939 it was obsolete	2 PZ-IIC 3 14 3	Obsolete by 1941, it was still used for Recon as late as 1944	3 LYNX 3 18 3	Late war recon vehicle, under armed and under armored	PZ-IIIE 4 14 5	Designed as a light tank, it was forced to serve as a medium	5 PZ-IIIH 4 13 5	This was the tank that astounded the British in 1941	6 PZ-IIIJ 4 13 5	The British dubbed this tank the MKIII "SPECIAL"	PZ-IIIN 4 13 5	Late war support version of the PZ-III	8 PZ-38(T)E 3 14 5	Czech built, this was one of the better German tanks in 1940	9 PZ-IVC 4 14 5	One of the afternoon of the second sold on the second of the afternoon of the second o
	10 9	ık, even in 19	6 6	ed for Recon	15 9	med and und	15 9	orced to serv	15 9	d the British i	15 9	MKIII "SPECI	10 9	- III-Zo	10 9	petter German	10 9	to "noroholan
RDO TG	90 TMG	39 it was ob	90 20L55 TMG	as late as 19	90 20155	er armored	90 37L46	re as a mediu	90 50L42	n 1941	90 50160	'AL"	90 75L24		90 37L46	tanks in 19	90 75L24	the Morman
D T	TMG	solete	TMG	44	TMG		TMG	m	TMG		TMG		TMG		TMG	40	TIMG	2.0
99					1		TMG		TMG		TMG		TMG		TMG			
E H	•		1				TMG				1				1			
压	3		3		co		2		4		7		7		4		co	
丑	3		3		. 63		3		9		9		9		4		3	
ST	-		-		2		3		4		4		4		3		2 2	
SH	_		_		2		3		3		3		3		2 ;		2 2	
TP	-		_		2		_		3		3		3		3		2	
CLS	L.TNK		L.TNK		L.TNK		M.TNK		M.TNK		M.TNK		M.TNK		L.TNK		M.TNK	
COST	4		8		∞		=		10		=		10		10		00	
COST 1ST YR	39		39		L43		39		41		E42		L42		40		39	
LST YR	E43		E43		45		41		L42		L43		45		41		40	

GERMAN UNIT DATA (Continued)

œ																				
LSTYR	E42		L42		E44		45		45		45		45		E45		E43		45	
COST 1ST YR	41		E42		L42		E43		L43		L42		L44		E44		40		L42	
COST	10		16		13		12		25		25		20		17		O		13	
STO	M.TNK		M.TNK		M.TNK		M.TNK		M.TNK		H.TNK		H.TNK		AG		AG		AG	
1	2		2		2		co		4		4		4		4		3		4	
S.	3		3		3		4		9		8		00		3		3		က	
ST	က		4		4		4		2		00		-		4		3		3	
甚	9		9		8		6		15		1		26		11		9		6	
压	4		5		2		7		12		14		18		14		9		8	
HG			•		•				•		1		•		1		1		•	
HG	TMG		TMG		TMG		TMG		TMG		TMG		TMG		1		ı			
16	TMG		TMG		TMG		TMG		TMG		TMG	jers	TMG		1		- 1		TMG	
1 0	75L24		75L43		75143		75/48		75170	5	88156	all German tanks were Tigers	88L71		150L10		75L24		105L30	
RDO	06	lodel	06	omers	06		06	fective	06	as 195	06	an tank	06		06		06		06	
1st SHOT	10	ver the C model	10	for all co	10	ong 75	10	te but el	10	l as late	10	III Germ	10	II MM	5		10		10	
		ovel		atch		the		osole		world		ew, a		nk in		ting		gn		
SIZE SPD CRW	5	ction	5	sam	2	with	2	1,0	2	the the	5	ed cr	2	ny ta	5	figh	4	IS St	4	
SPD	4 14	prote	14	k wa	13	rsion	13	PZ-I	17	ınkir	12	dalli	7	inga	12	treel	14	amo	13	Stug
IZE :	4	onr	4	stan	4	d ver	4	f the	2	est ta	5	ence	9	troy	4	r to s	co	the f	3	the
S		arm		2 this		duce		o uoi		he be		peri	E	f des	05	ISWe	66	n of	2	on of
NO. NAME	PZ-IVE	Increased armour protection ov	11 PZ-IVF2S 4 14 5	In early 42 this tank was a match for all comers	PZ-IVG 4 13 5	Mass produced version with the long 75	13 PZ-IVH 4 13 5	Final version of the PZ-IV, Obsolete but effective	PANTHER 5 17 5	Perhaps the best tank in the world as late as 1955	15 TIGER 5 12 5	To an inexperienced allied crew,	KING TIGER 6 7 5	Capable of destroying any tank in WW II	BRUMBAR 4 12 5	Hitler's answer to street fighting	STUG-IIIB 3 14 4	1st version of the famous Stug	19 STUG-H42 3 13	105 version of the Stug
NO.	10		F		12		13		14		15		16		17		18		19	

45		45		E43		45		45		45		45		45		L43		45		45	
L42		E44		40		E42		L43		L44		L44		L44		L43		L44		L42	
=		15		10		10		16		15		20		35		35		09		10	
AG		AG		2		TO		10		DL DL		10		T)		DE C		10		SPA	
4		4		0		0		0		4		4		4		5		4		0	
3		3		-		-		2		က		3		2		œ		8		-	
3		3		-		-		-		က		4		9		0		-		-	
6		6		-		က		3		14		14		15		20		26		2	
00		6		-		2		2		14		14		14		22		26		-	
•		1		•						1		1				•		1		1	
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TMG	fective	TMG				TMG	H.	TMG		TMG		TMG		TMG				TMG		TMG	
75L48	eap and e	90 75L48		47140	armor	76L51	ctive at G	88L71		75L48	nzer	75170		88L71		88L71		128155		105FH	
06	nicle. Ch	06	V chassie	06	r enemy	06	is an effe	06	ges	06	Volks Pa	90		06	le tank	06	Inerable	06		06	
10	rman vel	10	ng a PZ-I	15	y superio	10	larder wa	10	vable ran	2	was the	10	assis	10	incredib	10	made it vulnerable	2	ilities	2	
4	ed Ge	4	ly usi	3	estro	4	the N	9	nbelie	4	o, this	~	-IV cf	5	ith ar	9	MGn	9	zapap	-	assis
	onpo		1, on		to d		d on		at un	7	sheap	3 11 4	e PZ.		ed w	9	ofa		ank	4	등
5	st pro	3 13	3-1116	3 16	1940	4 13	unte	13	≡ q ki	13	and	-	or th	17	mat	7	lack	7	inti-t	13	3 PZ.
3	mos		Stug		y as	4	om r	2	coult	3	act,	3	Ise f	4	ung :	9	; it's	9	lina	4	lon
	This was the most produced German vehicle. Cheap and effective	STUG-IV	Same as the Stug-IIIG, only using a PZ-IV chassis	I-Zdf	Used as early as 1940 to destroy superior enemy armor	MARDER	The 76.2 gun mounted on the Marder was an effective at Gun	NASHORN 5 13	This vehicle could kill at unbelievable ranges	HETZER 3 13	Small, compact, and cheap, this was the Volks Panzer	JVI-Z9L	Yet another use for the PZ-IV chassis	JGDPANTH 4 17	An incredible gun mated with an incredible tank	ELEFANT	Big and slow, it's lack of a MG	JGDTIGER 6 7	The last word in anti-tank capabilities	30 WESPE 4 13 4	105 mounted on a PZ-II chassis
20		21		22		23		24		25		26		27		28		29		30	

COST 1STYR LSTYR

CLS

FI FH ST SH TP

HG

HG

16

SIZE SPD CRW 1st SHOT RDO TG

NO. NAME

GERMAN UNIT DATA (Continued)

LST YR	45		L42		E45		45		45		45	45	45	45	45	45	45	45	45	45	
1ST YR	L43		E42		L44		45		142		39	39	L44	L43	L44	45	39	39	39	39	
COST	14		12		=		12		10		∞	00	00	10	10	12	4	4	80	2	
CLS	SPA		SPA		SPAA		SPAA		AG		AC	AC	AC	AC	AC	AC	MDM HT	MDM HT	MDM HT	HVY HT	
TP	0		0		0		0		0		0	-	0	-	0	0	0	0	0	. 0	
SH	2		-		3		3		•		-	-	-	-	-	-	-	-	-	0	
ST	-		-		2		3		-		-	-	-	-	_	-	-	-	-	0	
田	3		-		4		9		2		2	2	4	4	4	4	-	-	-	0	
ㅂ	2		-		3		4		-		-	-	4	4	3	3	-	•	-	0	
HG			1		•		,				1	1	1		-	1	1		1		
HG	1		1		TMG		TMG		ı				1				,		•		
51	•				JAD		,				TMG	TMG	TMG	TMG	TMG	TMG		TMG	TMG		
TG DI	150FH		150FH		20AA-QUAD		37AA		150L10		20L55	20L55	20L55	50160	75L24	75L48	TMG	TIMG	37146		
RDO	90		06		06		06		06	15016	06	06	06	06	06	06	06	06	06	06	
1st SHOT	2	division	2	chassis	.20		20		5	mounted a	15	15	15	15	15	15 .	20	20	20	0	
CRW	9	Panzer	4		4		4		2	4-4	2	2	4	4	4	4	2	3	3	2	
PD	13	944	12	a Fr	14	NI-Z	13	11-2	14	Cric	20	20	18	18	18	18	18	16	15	17	
SIZE SPD CRW	2	the 1	3	ry on	2	he P	5 13	he P	4 14	the '	3	4	3	3	3	3	3	3	3	4	
S		t of 1		rtille	IND	1 of t		1 of t		ın as											
NO. NAME	HUMMEL	The big fist of the 1944 Panzer division	LORRAINE	Early SP artillery on a French	WIRBLEWIND 5 14	AA version of the PZ-IV	ONIMISO	AA version of the PZ-IV	BISON	Also known as the "Cricket",	SKFZ-222	SKFZ-231	SFZ-234/1	PUMA	SFZ-234/3	SFZ-243/4	SK250/HT	SK251/HT	SK251/10	SKFZ-7	
NO.	31		32		33		34		35		36	37	38	39	40	41	42	43	44	45	

45	45	L42	E43	45	45	45	45	45	45	45	45	45	45	E43	45	E43	45	F43
39	39	39	41	L42	E42	E44	39	39	39	39	E43	39	39	39	L43	39	L43	39
2	2	4	9	7	9	14	10	4	7	က	4	2	2	2	3	4	5	2
MDM TR	HVY TR	ATG	ATG	ATG	ATG	ATG	ATG	5	5	MORT	MORT	MG	MG	INF	INF	INF	INF	INF
0	0	10	10	10	10	15	15	10	15	3	5	2	4	10	10	10	10	10
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	C
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	C
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	C
	1		1	1	1			1		ı			•	ATR	ATM	DEMO	DEMO	CI GRN
	1	· ·	1	1		ı			1	1		1	1	CL GRN	PZFST	FLAME	FLAME	ATR
	1	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	LMG	LMG	LMG	PZFST	IMC
		37L46	50L60	751.48	76L51	88L71	88FLAK	75124	150L10	81MOR	120MOR	MMG	HMG	RIFLE	RIFLE	SMG	SMG	CAAC
20	20	80	80	80	80	80	80	80	80	06	06	25	25	25	25	25	25	. 36
0	0	20	20	15	15	15	15	15	2	20	15	20	20	22	22	22	22	93
2	2	5	9	9	9	8	8	9	8	3	က	2	က	10	10	10	10	10
14	12	0	0	0	0	0	0	0	0	co	2	4	co	9	9	9	9	y
4	4	-	-	-	-	2	2	-	2	-	-	-	_	-	_	-	-	+
OPEL	BUES-NAG	37AT	50AT	75AT	76AT(R)	88AT	88FLAK	751G	1501G	81 MORT	120 MORT	MEDIUM MG	HEAVY MG	RIFLE SQD	RIFLE SQD	ENGR SQD	ENGR SQD	CAAC COD
9	47	48	49	20	51	52	53	54	55	99	22	58	29	09	61	62	63	6.1

CLS COST 1STYR LSTYR

FI FH ST SH TP

HG

HG

TG

SIZE SPD CRW 1st SHOT RDO TG

NO. NAME

GERMAN UNIT DATA (Continued)

ST YR	2	5	5	2	45	5
	4	4	4	4	4	4
1ST YR	L43	39	39	39	E44	39
COST	က	10	15	20	-	20
CLS	INF	ART	ART	ART	N.	PILL
1	10	66	66	66	2	66
SH	0	0	0	0	0	20
ST	0	0	0	0	0	20
走	0	0	0	0	0	10
臣	0	0	0	0	0	10
9H	MOLTV	75FH	105FH	150FH	0	LMG
99	PZFST	75FH	105FH	150FH	RIFLE	MMG
51	LMG	75FH	105FH	150FH	HRECK	HMG
D 1	SMG	75FH	105FH	150FH	PZSCHR	75L43
RDO	25	06	90	06	25	06
1st SHOT	23	5	5	5	. 23	18
CRW	10	32	40	48	2	8
	9	0	0	0	9	0
SIZE SPD	-	-	2	က	-	-
NAME	SMG SQD	LIGHT ART	MDM ART	HVY ART	INFAT	PILLBOX
NO.	65	99	29	89	69	70

SOVIET/POLISH UNIT DATA

LST YR	E42	E42	E42	E44	45	41	41	L42
1ST YR	39	39	39	E42	E42	39	39	41
COST	6	10	7	10	6	Ξ	17	15
CLS	L.TNK	C.TNK	L.TNK	L.TNK	L.TNK	M.TNK	H.TNK	H.TNK
TP	-	_	-	3	co	4	2	4
SH	_	_	-	co	4	4	2	00
ST	-	-	-	2	4	4	2	00
走	2	2	2	9	9	80	co	00
됴	-	-	က	4	9	9	2	=
HG				1		TMG	TMG	
HG	•	1	•	•		TMG	45146	TMG
1 6	TMG	TMG	TMG	TMG	TMG	TMG	45146	TMG
D 1	45146	76L26	45146	20155	45146	76L26	76L16 extinction	76L35
RDO	thin thin	9	9	20	20	9	10 ht to	10
1st SHOT	BT-7 4 25 3 10 10 Extremely fast but its armor was extremely thin	5	T-26S 4 11 3 10 This tank was no match for the Panzers	10	2	5 indrome	T-35 6 10 9 5 10 76L16 Limbering dinosaur that was rapidly brought to extinction	KV-I 5 12 5 5 10 Shells bounced harmelessly off this tank in 1941
SRW.	3 10r W	3 BT-7	3 or the	2	2	5 urret sy	9 was r	5 ssly of
SIZE SPD CRW	25 ts arn	4 25 3 sion of the BT	4 11 3 no match for	15 ank	14 ank	10 Hi-tur	6 10 9 osaur that wa	5 12 5 d harmelessly
IZE S	4 25 but its a	4 sion (4 no m	3 15 con tank	3 14 con tank	5 10 ie multi-tu	6 osaur	5 d harr
S	/ fast	d ver	was	re	riet re	om th	g dinc	nucei
NO. NAME	BT-7 Extremely	BT-7A 4 25 3 Command version of the BT-7	T-26S This tank was	T-60 3 15 Light Soviet recon tank	T-70 3 14 Light Soviet recon tank	T-28E 5 10 5 5 Suffed from the multi-turret syndrome	T-35 Limbering di	KV-I Shells bounc
NO.	-	2	က	4	2	9	7	00

SOVIET/POLISH UNIT DATA (Continued)

LSTYR	E44		L44		E42		45		E43		45		45		45		45		45	
COST 1STYR	E42		L43		39		L44		39		L42		E44		E43		L43		L44	
COST	20		19		18		30		15		=		13		8		15		25	
STO	H.TNK		H.TNK		H.TNK		H.TNK		M.TNK		M.TNK		M.TNK		TD		10		TD	
T	4		4		4		4		4		4		4		0		4		4.	
SH	=		9		8		=		9		9		9		-		9		9	
ST	=		00		00		=		9		9		00		-		9		9	
歪	=		8		8		18		10		10		10		4		-		=	•
压	14		=		=		15		8		10		12		3		10		13	
HG																				
-	1		•				1		1		1		1		1		1		1	
HG	TMG		TMG		TMG		TMG		TMG		TMG		TMG		1				1	
16	TMG		TMG		TMG		TMG		TMG		TMG		TMG		-1				1	
16	76L41		85153		152L20		122L43		761.35		76L41		85153		76L41		85153		100L60	
RDO	20		30		10	yliness	20	4	10		20	"Se	40		30	uni	30		20	
1st SHOT	5		10	This tank was rejected in favor of the JS-II	5	This tank frightened the enemy with its ugliness	5	This was the ultimate Russian tank in 1944	5	design	5	ip the "Hordes"	10	nk	15	Russian attempt at a mobile Russian AT gun	10	a good gun	5	
SIZE SPD CRW	2	he KV-	2	n favor	9	enem	4	ussian	4	l tank d	4	nade up	2	sian ta	4	obile R	4	d with	4	rb gun
SPD	10	of t	12	ted i	6	d the	13	ate R	22	nized	21	hat n	20	Rus	15	аш	20	pine	19	enbe
IZE S	5 10	rsion	5 12	rejec	9	tene	5 13 4	Itima	4	lution	4	ank ti	5 20	ouno	3 15 4	pt at	4 20 4	COL	4 19	id a s
S		od ve		was		frigh		the u		revol		the ta		III-ar		ttem		uette		le ha
NO. NAME	KV-IC	Uparmored version of the KV-	KV-85	This tank	KV-II	This tank	US-II	This was t	T-34/76A 4 22 4	This tank revolutionized tank	T-34/76C 4 21 4	This was the tank that made u	T-34/85	The best all-around Russian tank	9Z-US	Russian a	SU-85	Low silhouette combined with	SU-100	This vehicle had a superb gun
NO.	6		10		=		12		13		14		15		16		17		18	
	79766																			

45		45		44	45		43	45	45	45	45	:42	45	45	45	45	45		45	15	15	15	15
				_																			
L44		L43		L43	E44		39	E42	E42	39	39	39	E42	L43	41	E43	39	45	39	39	39	39	39
25		17		18	16		8	9											3				
TD		AG		AG	AG		AC	AC	MDM H	MDM TF				ATG								MG	AA GUN
4		4		4	4		-	0	0	0	0	10	10	10	10	10	က	MORT	10	15	2	4	10
10		9		9	9		-	-	-	0	0	0	0	0	0	0	0	2	0	0	0	0	0
10		9		8	10		-	-	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0
14		Ξ			14		-	-	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12		6		0	12		-	-	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		•			-			1				•	•	1		•	•	0	•		•		1
1		١.		1	1		1	1.	1	1	1	1	1	1	t	1	1	1		•	1	1	1
TMG				1	TMG	S,I	TMG	1		1		RIFLE	RIFLE	RIFLE	RIFLE	RIFLE			RIFLE	RIFLE	RIFLE	RIFLE	RIFLE
122L43		122L22		152L32	152L32	as late as the 60's	45146	TMG	TMG	1		45146	45166	57L73	76L41	76L54	82MOR	120MOR	76L16	122FH	MMG	HMG	37AA
20		30		30	40		10	20	10	10	10	10	20	30	10	30	10	10	10	20	10	10	10
2		2	40	5	2	it was used	5	10	20			20	20	20	15	15	20	15	15	10	20	20	20
4	chassis	4	chassis	4	4	essful,	2	2	2	2	2	က	3	3	4	4	က	4	4	9	2	3	3
13	a JS	18	T-34	13	13	o suc	19	24	20	12	10	0	0	0	0	0	3	2	0	0	4	က	0
2	er on	4	on a	2	2	vas s	4	8	3	3	4	-	-	-	-	-	-	-	-	2	-	-	-
JSU-122	Tank destroyer on a JS chass	SU-122	122 mounted on a T-34 chase	SU-152	JSU-152	This SP gun was so sucessfu	BA-6	BA-64	M3 HT	1&1/2 TON	2&1/2 TON	45 AT	45 AT	57 AT	76 AT	76 AT	82MORT	120MORT	5192	122HOW	MDM MG	HVY MG	37AA
19		20		21	22		23	24	25	26	27	28			31	32	33	34	35	36	37	38	39

COST 1ST YR LST YR

CLS

FI FH ST SH TP

HG

9H

16

SIZE SPD CRW 1st SHOT RDO TG

NO. NAME

SOVIET/POLISH UNIT DATA (Continued)

LSTYR	45	45	45	45	45	45	45	39		39		39		39		39		39	39	39	
1ST YR	39	39	39	39	39	39	E42	39		39		39		39		39		39	39	39	
COST	2	2	2	15	20	-	10	9		=		2		00		2		7	6	3	
CLS	INF	INF	INF	ARTY	ARTY	INFAT	ARTY	L.TNK		L.TNK		L.TNK		M.TNK		I.TNK		AC	AC	ATG	
7	10	10	10	66	66	2	66	0		0		0		-		-		-	-	10	
SH	0	0	0	0	0	0	0	-		-		2		2		-		-	-	0	
ST	0	0	0	0	0	0	0	-		-		2		2		-		-	-	0	
Œ	0	0	0	0	0	0	0	2		2		2		3		2		2	2	. 0	
ᇤ	0		0	0	0	0	0	2		2		2		4		2		2	2	0	
HG	MOLO		DEMO	122FH	152FH		132RKT													Ŭ	
	2	1	0	-		'	132	1		1		1		0		1		1	1		
HG	ATR	MOLO	FLAME	122FH	152FH	1	132RKT	1						0				TMG	TMG		
D1	LMG	ATR	ATM	122FH	152FH	RIFLE	132RKT	1				1		TMG		1		TIMG	TMG	RIFLE	
16	RIFLE	SMG	RIFLE	122FH	152FH	ATR	132RKT	TMG		20155		TMG		37L21	sh tank	TMG		TMG	37L21	37L21	
RDO	10	10	10	20	20	10	20	10		10		10		10	Polis	10		10	10	10	
1st SHOT	21	22	21	-	-	21	66	15		10		15		10	was the best Polish tank	15	th tank	15	10	20	
CRW	10	10	10	40	48	2	24	2		2		2		3	n, this	2	Frenc	2	2	2	
SPD	9	9	9	0	0	9	0	20		20		12		10	desig	9	WW	20	20	0	
SIZE SPD	-	-	-	2	3	-	3	2		2		2		3	itish (3	ofa	co	3	-	
S	00	0	9	_			¥X		×		×		×		a Bri		rsion				
NO. NAME	RIFLE SQD	SMG SQD	ENGR SQD	MDM ART	HVY ART	INFAT	KATYUSHKA	TK.3	Polish tank	TK.3M	Polish tank	TKS	Polish tank	7 TPJW	Based on a British design, this	FT-17	Export version of a WWI French tank	WZ-34	WZ-34A	37 AT	
NO.	40	41	42	43	44	45	46	47		48		49		20		51		52	53	54	

COST 1STYR LSTYR	5 39 39			3 39 39	
CLS CO	9 91	INF		MORT	
SH TP	10	0 10	66 0	3	00 00
ST	0 0	0 0	0 0	0	000
田田	0	0	0	0	40 40
HG EH	0 -	- 0	0 -	0 -	CAAO 40
E E		•			LIBAO
TG	RIFLE	MOLO	1	RIFLE	LINA
TG	75L10	RIFLE	RIFLE	60MOR	
RDO	10	10	10	10	0
1st SHOT	15	21	20	15	O.
CRW	9	10	10	2	C
SIZE SPD	0	9	12	4	•
SIZE	-	-	2	-	7
NAME	751G	INF SQD	CAV TRP	60 MORT	7001110
NO.	55	99	22	28	10

BRITISH COMMONWEALTH UNIT DATA

NO. NAME SIZE SPD CRW 1st SHOT RDO TG TG 1 MK IIA 2 15 2 20 80 TMG -	TG TMG		5 .		E .	£ .	E -	E _	TS -	SH 1	₽ +	CLS L.TNK	COST	1ST YR	LST YR
light tank		TANO		ACAMAND	***				. [TANK		6	: 3
MK VIC 2 18 3 20 90 IMG Fastest tank in the desert, also fastest dying	90	IMG		15MMBESA	-SA		7	7.	_	_	_	L. INK	ກ	33	41
HONEY 3 18 4 10 90 37L53 American lend lease tank, used even late in the war	90 37L53 the war	37L53 ar		TMG	TIMG	TMG	4	4	4	n	က	L.TNK	=	41	E44
STUART VI 3 17 4 10 90 37L53 Late war version of the honey		37L53		TMG	TMG	TMG	9	9	4	3	က	L.TNK	6	E43	45
A 10 4 8 5 10 90 2PDR Too slow to be a cruiser tank		2PDR		TMG	TMG	1	60	3	-	-	-	C.TNK	6	39	40
A 13 4 16 4 10 90 2PDR Faster than the A10, still not quite up to specs		2PDR		TMG	•		6	3	-	-	_	C.TNK	10	39	40
CRUSADER 4 16 5 10 90 2PDR Against its counterpart, the PZ-IIIH, this tank come off 2nd	90 2PDR nk come off 2nd	2PDR ne off 2nd	-	TMG	TMG		4	3	co	3	-	C.TNK	6	41	E43
CRUSADR III 4 16 3 5 90 6PDR Up gunned version of the Crusader		6PDR		TMG	1	•	2 2	T.	m	3	_	C.TNK	Ξ	L42	E44
MATILDA II 3 8 4 10 90 2PDR This tank astounded the Germans in 1940		2PDR		TMG			8	00	00	7	2	I.TNK	15	40	E43
VALENT III 4 10 4 10 90 2PDR The most produced version of British tanks	06	2PDR		TMG		•	2 9	7	9	2	2	I.TNK	10	E42	E43
VALENT IX 4 10 3 5 90 6PDR Up gunned but under-crewed Valentine		6PDR		•			9	7	9	2	2	I.TNK	Ξ	L42	L43
CHURCH 4 8 5 15 90 2PDR TN This tank was designed to serve in a bombed out environment	90 2PDR ed out enviro	2PDR enviro	nn m	TMG	3"H0W	1	10 9	6	6	8		I.TNK	13	L42	L43

	CHURCH IV 4	4	00	2	15	06	6PDR	TMG	TMG		=	6	10 8	8 3	I.TNK	×	15	L43	45
	Up gunned version of the Cl	/ersio	n of t	he Ch	hurchill														
	GRANT	2	13	9	10	06	37153	TMG	75131	TMG	Ξ	9	5 4	4 4		M.TNK	=	E42	L43
	The "Lee" or "Grant" was an incredible boost to the 8th Army	"Grar	nt" was	s an i	ncredible	boost to t	he 8th Arn	γr											
	SHERMAN I 5	5	13	2	10	06	75138	TMG	TMG	1	00	8	7 9	1 4		M.TNK	6	L42	L44
	The most produced tank of WWI	oduc	ed tan	Ik of 1	IIMM														
	SHERMAN III 5 13	1 2	13	5	10	06	76L54	TMG	TMG	TMG	6	11	7 9	4 4		M.TNK	-	L44	45
	The 76 gun made the Sherman considerably better	made	the S	herm	ian consi	derably bet	ter												
	CROMWELL 4 20	4	20	2	15	06	6PDR	TMG	TMG	ı	∞	00	7 3	3 2	M.TNK	NK.	13	L43	45
	Suffered from the standard problem of too small a gun	m the	stant	dard	problem (of too smal	lagun												
	CENTAUR	4	4 20	5	10	06	75L38	TMG	TMG	•	00	00	7 3	3 2	M.TNK	N.	15	E44	45
	An attempt to rectify the Cromwell's problem	o rec	tify th	e Cro	mwell's p	problem													
	FIREFLY	2	5 12	2	10	06	17PDR	TMG	•	1	=	6	6 4	4 1	M.TNK	NK.	16	L44	45
	Probably the best of the variations of the Sherman	best	of the	e vari	ations of	the Sherm	an												
	CHALNGER 5 18	2	100	5	10	06	17PDR	TMG		1	00	. 6	7 3	3 2	M.TNK	N.	19	L44	45
	The best version of the Cromwell	sion (of the	Cron	Iwell														
	COMET	4	16	5	10	06	77149	TMG	TMG		10	8	6 3	3 2	M.TNK	NK	17	45	45
	Very late British design	tish d	esign																
50203	ARCHER	4	Ξ	4	10	06	17PDR	TMG	1		-	9	9	0	日		15	L44	45
	Put a 17PDR on a Valentine chassis and you get the Archer	ona	Valer	ntine	chassis a	nd you get	the Arche	_											
	ACHILLES	4	16	2	10	06	17PDR	TMG	1		00	7 3	3 2	0	1		17	45	45
	Latewar tank destroyer slightly better than the Archer	dest	royer	sligh	tly better	than the A	rcher												
	CRUSDR CS 4	4	16	2	5	06	3"HOW	TMG	TMG	•	4	3	3	-	CS TNK		10	41	E43
28822453	Close support tank	rt tan	y																
100000	MATLDA CS 3	3	00	4	2	06	3"HOW	TMG	1	1	8	8 8	3 7	2	CS TNK		12	41	E43
000000	Close support tank	rt tan	~																
									t										

COST 1STYR LSTYR

CLS

FI FH ST SH TP

HG

99

1G

SIZE SPD CRW 1st SHOT RDO TG

NO. NAME

BRITISH COMMONWEALTH UNIT DATA (Continued)

1STYR LSTYR	L43 45		E43 40		E44 45		E42 E43		L42 45		L43 45						E42 45							
COST	14	4	2		25		=		6		80						4							
CLS	CS TNK	CC TAIL	VAL 3		H TK		SPA		SPA		SPA		AC	AC	AC	M VEH	TH MOM	MVEH	MDM TR	HWY TR	ATG	ATG	ATG	
2	2	0	2		co		-		0		0		-	-	-	0	0	0	0	0	10	10	10	-
SH.	3	0	o		12		4		-		-		-	-	2	-	-	4	0	0	0	0	0	
ST	7	0	2		14		-		-		-		-	-	3	-	-	4	0	0	0	0	0	
歪	00	c	מ		13		9		3		2		2	2	2	-	-	11	0	0	0	0	0	
臣	00	11	=		15		-		2		2		2	2	2	-	-	11	0	0	0	0	0	
HG							1		1		1			,	1	1	1				1	1		
Æ	TMG	TRAC	ואופ		FLAME						TMG				TMG			1		1			í	
51	TMG	TAIL	IMI		TMG		TMG		TIMG		TMG		TMG	TMG	TMG	ATR	1	1	1		RIFLE	RIFLE	RIFLE	1
5	95 HOW	OFFICIAL	MOHCS		6PDR	4	25PDR		105FH	unb	25PDR		2PDR	TMG	751.38	TMG	TMG	TMG		ı	2PDR	6PDR	17PDR	
RDO	06	00	90		06	Ily teet	06		06	AS pu	06		06	90	06	20	06	06	20	20	80	80	80	-
1st SHOT	2	40	2		13	oc had dead	29 BISHOP 6 10 4 5 90 25PD	o as big	10	od all aroun	15		10	20	10	20	20	20			20	20	15	
CRW	C)	ı	c		2	this Cr	4	/-II, als	4	as a go	9	Priest	3	3	4	2	2	2	2	2	2	9	9	
SPD	20	c	x		00	nies,	10	he KN	14	his w	13	f the	24	24	24	18	19	13	12	10	0	0	0	
SIZE SPD CRW		tank	4 .	tank	4	s fun	9	as t	4	dly, t	4	ion o	3	3	3	2	3	4	3	4	-	-	-	
03	SS	nodd	3	poort	世	phart		s ugh		d dea		Vers	~		OND			00	NC	N			_	
NO. NAME	CRMWL CS	Close support tank	CHURCH CS	Close support tank	CROCODILE 4	One of Hobarts funnies, this	BISHOP	Almost as	PRIEST	Mobil and	SEXTON	Canadian	DAIMLEF	HUMBER	STAGHO	BREN	M3 HT	KANGAROC	1&1/2 TON	2&1/2 TON	2PDR AT	GPDRAT	17PDR A	
NO.	26	7	17.		28		29		30		31		32	33	34	35	36	37	38	39	40	41	42	

45	45	45	45	E43	45	E43	45	45	45	45	45	45
39	39	39	39	39	L43	39	L43	39	39	L42	L43	39
3	4	2	2	2	3	4	5	15	20	25	-	20
MORT	MORT	MG	MG	INF	INF	IN.	INF	ARTY	ARTY	ARTY	INF AT	H
3	5	2	4	10	10	10	10	66	66	66	2	66
0	0	0	0	0	0	0	0	0	0	0	0	20
0	0	0	0	0	0	0	0	0	0	0	0	20
0	0	0	0	0	0	0	0	0	0	0	0	10
0	0	0	0	0	0	0	0	0	0	0		10
	1		1		1	ATR	PIAT	25PDR	4.5"FH	WOH"8	-	SMG
1	,	1	1	1	1	DEMO	DEMO	25PDR	4.5"FH	WOH'8	,	HMG
RIFLE	RIFLE	RIFLE	RIFLE	ATR	PIAT	FLAME	FLAME	25PDR	4.5"FH	WOH.8	RIFLE	HMG
3"MOR	4.2"MO	MMG	HMG	RIFLE	RIFLE	RIFLE	RIFLE	25PDR	4.5°FH	WOH.8	PIAT	25PDR
80	80	20	20	20	20	20	20	06	06	90	20	06
15	15	21	20	22	22	22	22	•	-	-	20	10
co	4	2	က	10	10	10	10	40	50	20	2	10
3	2	4	3	9	9	9	9	0	0	0	9	0
-	-	-	-	-	-	-	-	2	2	2	-	-
3"MOR	4.2"MOR	MDM MG	HVY MG	INF SQD	INFSQD	ENG SQD	ENG SQD	MDM ART	HVY ART	HVY ART	INFAT	PILLBOX
44	45	46	47	48	49	20	51	52	53	54	55	56

CLS COST 1STYR LSTYR

FT FH ST SH TP

HG

99

TG

SIZE SPD CRW 1st SHOT RDO TG

NO. NAME

MINOR AXIS UNIT DATA

LST YR	E42	L43	41	E43	L43	L43	L43	L43	L43	L43	45	L42	L42	L42
1ST YR	39	41	40	41	E43	L43	L42	E42	L43	E42	L43	39	39	39
COST	4	10	9	9	12	12	∞	00	14	55	32	∞	=	6
CLS	L.TNK	L.TNK	M.TNK	M.TNK	M.TNK	H.TNK	AG	AG	AG	SPAA	H.TNK	L.TNK	L.TNK	L.TNK
4	-	-	-	-	က	4	0	က	4	0	4	-	-	က
SH	-	2	-	-	3	4	2	3	3	3	00	-	-	4
ST	-	2	2	-	က	4	2	3	4	-	00	-	-	9
走	-	က	-	က	co	œ	n	3	00	က	= .	-	2	4
压	-	2	2	2	4	9	co	4	00	-	14	-	2	9
HG		1,	ı		TMG	1	1				•		•	•
9H	•	1	37L40	TMG	TMG	TMG	1	1		•	TMG		TMG	•
DT	TMG	TMG	TMG	1	TMG	TMG	TMG	TMG	TMG	TMG	TMG	TMG	TMG	TMG
D T	TMG	20155	TMG	47L32	47L40	75L18	47L32	75L18	105L30	90153	88156	TMG	37L46	37L21
RDO	80	80	80	80	80	80	80 small	80	80	80	06	20	20	70 nanians
1st SHOT	20	10	5 on coffins	5 sert	10	5 avy tank	10 In was too	5 war	5 5 better	10	10	20	10	5 to the Rur
CRW	2	2	3 of iron	4 the des	4	4 ild a he	3 s, its gr	4 of the v	4 SEM-7	4	2	2	4	2 s, giver
SPD	14	14	12 series	는 높 는 드	13 K?	13 o bu	14 assis	13 nicle	13 the	11 /ente	12 mans	16 k	13 k	8 mans
SIZE SPD CRW	2 atte	က	4 lòng s	4 alian tar	4 13 lian tank?	4 13 tempt to b	3 14 e L6 chass	3 lian veh	3 13 to make the	3 Semov	5 ne Gern	3 ight tan	3 ight tan	3 the Ger
NO. NAME	CV-L3/35 Italian tankette	CV-L6/40 Light tank	M-11/39 4 12 3 The first in a long series of in	M-13/40 4 11 4 The main Italian tank in the desert	M-15/42 4 13 The best Italian tank?	P-26/40 4 13 4 5 An Italian attempt to build a heavy tanl	SEM-47 3 14 3 10 80 Based on the L6 chassis, its gun was too small	SEM-75 3 13 4 The best Italian vehicle of the	SEM-105 3 13 4 5 An attempt to make the SEM-75 better	SEM-90 3 11 Anti-aircraft Semovente	TIGER 5 12 Help from the Germans	CKD-R.1 3 1 Rumanian light tank	CKD-P.II 3 1 Rumanian light tank	R-35 3 8 2 5 70 Capture by the Germans, given to the Rumanians
NO.	-	2	co	4	22	9	7	∞	6	10	=	12	13	14

L42		45		L43		45		45		40		E42		E42		L42		45		45		45		L43	L43	45
40		E43		33		40		E44		39		39		39		41		L42		142		E43		39	33	39
=		15		10		13		1		9		6		F		15		17		12		14		00	9	10
L.TNK		M.TNK		L.TNK		M.TNK		M.TNK		I.TNK		L.TNK		L.TNK		H.TNK		M.TNK		SPAA		AG		AC	AC	AC
က		က		-		2		2		-		-		-		4		4		0		4		-	-	0
2		4		-		3		3		-		-		-		∞		9		-		3		-	-	-
3		4		-		က		3		-		-		-		00		9		-		3		-	-	-
4		6		2		2		2		2		2		2		8		10		2		6		-	-	2
4		7		2		2		2		2		3		-		11		10		2		8		2	-	-
		1		r		1				-		•		-		•		1		•		•		•	TMG	1
TMG		TMG				TMG				•		,		•		TMG		TMG		1		•		TMG	TMG	•
TMG		TMG		TMG		TMG		TMG				TMG		TMG		TMG		TMG		40AA		TMG		TMG	TMG	TMG
37146		75L48		20155		47L40		751.24		37L21		45146		45L46		76135		76L41		40AA		75L48		20L55	TMG	20155
90		90		20		70		20		90		06		90		06		06		70		06		80	70	02
10		10		10		15		10	an	5	IIMA	10		10		5		2		15		10		15	20	15
2		2		3		2		2	Tur	2	r to V	3		က		2		4		4		4		4	2	2
4	ans	3	ans	5		15	hicle	5	of the	2	prior	-	ia	5	<u>a</u>	12	<u>a</u>	_	<u>a</u>	2	ip.	13	ans	24	20	0
2	herm	4	erm	3	tank	3	nt ve	3 15	sion (3	ance	-	Russ	4 2	Russ	5 1	Russ	4 2	Russ	3 1	ne To	3 1	erm	2	2	2
	the (the (light		dece		Vers		m Fr		rom	7	rom	-	rom	7	rom	.,,	of th		the G	D 4	7	.,3
PZ-38(T)E	Help from the Germans	PZ-IVH	Help from the Germans	TOLDI-1-II	Hungarian light tank	TURAN-I	Actually a decent vehicle	TURAN-II	Up gunned version of the Tur	FT-18	Bought from France prior to WW	T-26	Captured from Russia	BT-7	Captured from Russia	KV-1	Captured from Russia	T-34	Captured from Russia	NIMROD	AA version of the Toldi	STUG-IIIG	Help from the Germans	AUTOBLIND	ADGZ	SKFZ-222
15		16		17		18		19		20		21		22		23		24		25		26		27	28	29

COST 1ST YR LST YR

CLS

FI FIN ST SH TP

HG

HG

16

SIZE SPD CRW 1st SHOT RDO TG

NO. NAME

MINOR AXIS UNIT DATA (Continued)

LSTYR	45	45	45	45	L43	L43	L43	L43	L42	L43	45	45	L43	45	45	45	L43	L43	45	45	45	45	45	45	45
1ST YR	39	39	39	39	39	39	39	39	39	E42	E43	41	39	39	39	39	39	39	39	39	39	39	39	39	39
COST	7	2	2	2	2	5	8	3	2	9	80	7	3	4	က	2	2	2	2	4	2	10	15	20	20
STO	AC	LTTR	HWY TR	MDM TR	ATG	ATG	ATG	ATG	ATG	ATG	ATG	ATG	5	9	MORT	HMG	INF.	INF	N.	INF	INF	ARTY	ARTY	ARTY	PILL
且		0	0	0	10	10	15	10	10	10	10	10	10	10	3	4	10	10	10	10	10	66	66	66	66
SH	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20
ST	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20
王	_	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10
ь	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10
HG				•					1			1		•		,	1	1			DEMO	75FH	105FH	152FH	RIFLE
HG		ì		•		•	•			1		1						LMG		ATR	ATR	75FH	105FH	152FH	HMG
10		•		-	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	ATR	LMG	ATR	DEMO	FLAME	75FH	105FH	152FH	HMG
DT	TMG	,			20AA	47L32	90L53	37L40	37146	50160	75148	76141	65117	75L10	81MOR	HMG	RIFLE	RIFLE	RIFLE	SMG	RIFLE	75FH	105FH	152FH	65L17
RDO	70	10	10	10	70	70	70	70	20	20	20	20	70	70	70	70	10	10	10	25	10	90	90	90	70
1st SHOT	20	0	0	0	20	15	15	22	20	20	15	15	15	15	15	15	22	22	22	22	22	-	-	-	18
CRW	2	2	2	2	2	9	10	9	9	9	2	9	9	9	3	3	=	6	10	10	10	32	40	48	00
	24	12	6	12	0	0	0	0	0	0	0	0	0	0	3	3	9	9	9	12	9	0	0	0	0
SIZE SPD	3	3	4	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2	3	-
NAME	39M CSABA	L. TRUCK	H. TRUCK	SLED	20AA	47AT	90AA	37ATMG	37AT	50AT	75AT	76AT	651G	751G	81MORT	HVY MG	RIFLE SEC	LMG SEC	RIFLE SQD	SKI SQD	ENG SOD	LIGHT ART	MED ART	HVY ART	PILLBOX
NO.	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	20	51	52	53	70

MINOR ALLIED UNIT DATA

LSTYR	40	40	40	40	40	40	40	40	40	40	40
COST 1ST YR	39	39	39	39	39	39	39	39	39	39	39
COST	7	8	. ω	4	14	12	7	15	6	က	10
CLS	L.TNK	L.TNK	L.TNK	I.TNK	I.TNK	I.TNK	L.TNK	I.TNK	I.TNK	I.TNK	I.TNK
TP	က	က	3	-	က	က	-	4	2	-	_
SH	4	4	4	-	2	2	-	∞	4	-	3
ST	9	9	9	-	2	9	-	8	4	-	3
甚	4	4	4	2	7	2	2	8	4	2	4
ㅂ	9	9	9	2	7	9	2	00	4	2	4
HG					1	1	,	TMG	,	•	
HG		•	1		75L17	1	1	75L17			
DT.	TMG	TMG	TMG	•	TMG	TMG	1.7	TMG	TIMG		TMG
16	37L21	37L21 turret	37L33	37L21	47L34	47L34	25L72	47L34	37L21	TMG	47L34 e infantry
RDO	10	10 1 man	10	10	10	10	9	10	10	10	10 to th
1st SHOT	5 a poor ride		2	5 n gun	5 of 1940	9 in 1940	10 ations	သ	ഹ	15	CHAR D2 3 8 3 10 10 47L34 Too slow for the Cavalry, it was distributed to the infantry
CRW	2 k gave	2 es, thi	2 H-35	2 37mn	4 tank of	3 h tank	2 y form	4 Char B	2	2	3 /, it wa
SPD	8 s tan	9 rehicl	11 of the	7 /ith a	8 attle 1	12 French	15 avalr	8 f the	7	9	8 avaln
SIZE SPD CRW	3 ed, thi	3 anch v	3 rsion c	3 tank w	5 nain b	4 best F	3 ench ca	5 sion of	3 best	က	3 the Ca
NO. NAME	R-35 3 8 2 5 Badly cramped, this tank gave a poor ride	H-35 3 9 2 Like most Franch vehicles, t	H-39 3 11 2 Improved version of the H-35	FT-18 3 7 2 8 World war 1 tank with a 37mm gun	CHAR-B1 5 8 4 The French main battle tank	S-35 4 12 3 9 Probably the best French tank in 1940	AMR-35 3 15 2 10 Served in French cavalry formations	CHAR-B1S 5 8 4 The best version of the Char	FCM-36 3 Mediocre at best	FT-17 WWI tank	CHAR D2 Too slow for
NO.	-	2	n	4	2	9	7	8	6	10	Ξ

MINOR ALLIED UNIT DATA (Continued)

LSTYR	40		40		41	41	41	41	41	41	41	41	41	41	41	41	41	41	41	41	41
COST 1ST YR	39		39		39	39	39	39	39	39	39	39	39	39	39	39	39	39	39	39	39 .
COST	2		10		9	4	2	2	4	5	3	4	2	3	2	2	2	4	15	20	20
CLS	L.TNK		L.TNK		AC	M.VEH	MDM TR	HVY TR	ATG	ATG	5	9	MORT	MORT	MG	MG	INF	INF	ARTY	ARTY	PILL
TP	-		-		-	-	0	0	10	10	10	10	2	3	2	3	10	10	66	66	66
SH	-		2		-	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
ST	-		2				0														
田	2		3				0														
臣	2		3				0														
HG			1			ı		1		1	1										
F			•		1					1				1			ATR	FLAME	105FH	155FH	HMG
DT .			TMG		TMG			1	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	RIFLE	LMG	LMG	105FH	155FH	47L34
D T	TMG		47L34		25L72	TMG		1	25L72	47L34	37L21	75L10	60MOR	82MOR	MMG	HMG	RIFLE	RIFLE	105FH	155FH	75L17
RDO	10		10		10	10	10	10	10	10	10	10	10	10	10	10	10	10	80	80	10
1st SHOT	15		10	o Belgium	5	15	•	1	20	18	10	10	20	20	21	20	22	22	-	-	10
CRW	2	~	က	sold t	2	2	2	2	2	4	4	4	2	က	2	3	10	10	40	48	20
SPD	10	algian	12	e and	17	15	12	10	0	0	0	0	4	3	4	3	9	9	0	0	0
SIZE SPD	4	a Be	3	ranc	4	2	3	4	-	-	-	-	-	-	_	-	-	-	2	3	2
		Yes, there was a Belgian tan!		Produced by France and	RD	ш		IKISS					TI.	1	119	5	0	Sab	IRT	TT.	
NAME	T-15	Yes, th	AMC-35	Produc	PANHARD	AMX-UE	RENAULT	HOTCHKISS	25 AT	47 AT	37 1G	75 1G	60MOR	82MOR	MDM MG	HVY MG	INF SQE	ENGR SOC	MDM AR	HVY ART	FORT
NO.	12		13		14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	20

WEAPONS CHART:

You can change a unit's weapon type by editing the unit and entering the weapon number when asked for it. A unit can have up to 4 weapons. For vehicles, the first two weapons are considered to be located in the upper hull or turret; the last two in the lower hull.

The following gun types are not listed by data set. Thus, you can put a German 88mm gun on a British tank. The excep-

tion to this is for the weapons set used for the Eastern Front. Some guns that appear in the west or in Africa do not appear in the east; their place is taken by another, usually Soviet, gun. You can tell from the chart which guns these are by looking for duplicate weapon numbers. Anumber followed by an "E" designates a gun which appears only in the east; the other gun with the same number appears on the other fronts.

The following column headings are used on the weapons chart:

o.: Weapon number.

Weapon: Weapon name. Shell size: Shell size of projectile fired by

weapon.

Pen.: Penetration rating of gun.
Acc.: Accuracy rating of gun.
Range: Maximum range of gun in

squares. Inf. Attack: The infantry attack rating of

Ammo: The maximum amount of

ammo the gun might have at the beginning of a battle.

WEAPONS

AMMO	200	150	150	150	100	100	50	200	150	200	100	105
INF ATTACK	-	2	9	6	12	8	15	2	-	2	10	6
RANGE	10	9	10	16	18	10	40	20	25	25	40	20
ACC	5	3	00	10	12	9	15	15	9	9	9	ĸ
PEN	0	0	0	0	0	0	4	9	5	5	9	Y.
SHELL SIZE	-	-	-	-	-	-	2	2	2	2	2	6
WEAPON	RIFLE	SMG	LMG	MMG	HMG	TMG	20AA-QUAD	20L55	25L72	25L73	37AA	371.94
NO.	-	2	က	4	5	9	7	8	6	10	=	10

WEAPONS (Continued)

AMIMO	100	85	150	125	125	95	200	65	100	105	100	110	65	100	80	100	100	100	100	70	7.0	50	50	20	20	100	75	09
INF ATTACK	2	2	2	2.	6	2	က	2	-	2	2	2	2	2	2	2	2	2	5	4	4	5	5	2	5	5	5	2
RANGE	25	30	25	30	20	25	20	30	30	30	30	30	20	30	30	40	40	40	40	30	30	130	30	30	140	20	50	25
ACC	9	8	15	20	=	7	15	16	15	8	6	15	10	10	15	6	16	15	7	4	2	2	4	S	00	2	15	5
PEN	2	2	7	6	0	7	4	00	7	2	9	8	7	00	10	=	12	12	0	0	0	0	0	0	0	0	19	4
SHELL SIZE	2	2	2	2	2	က	-	3	က	က	3	3	က	3	3	3	က	3	co	4	4	4	4	4	4	4	4	4
WEAPON	37L33	37L40	37L46	37L53	40AA	45L46	15MM BESA	45L66	2 PDR	47L32	47L34	47L40	47L53	50L42	50L60	57L52	57L73	6 PDR	60 MORT	65L17	75L10	75 FH	76L16	3"HOW	76 FH	3" MORT	17 PDR	75L17
NO.	13	14	15	16	17	18E	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39

AMMO	80	80	80	50	40	06	85	85	80	20	80	75	70	20	09	50	100	100	55	50	06	85	40	40	45	40	30	40
INF ATTACK	5	9	9	5	5	5	5	5	5	2	5	5	5	5	5	-	9	9	9	9	9	9	9	9	9	9	6	9
RANGE	30	30	40	20	40	40	20	50	09	25	30	40	20	40	50	50	55	50	20	80	09	09	09	140	09	09	30	40
ACC	4	5	8	8	10	10	15	16	20	5	80	12	15	15	15	14	5	10	12	20	15	20	20	9	14	12	4	S
PEN	9	9	6	00	10	10	13	14	19	5	00	10	13	13	170	20	0	0	15	15	17	22	22	0	19	15	0	0
SHELL SIZE	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	3	3	5	5	5	2	2	5	2	2	8	5
WEAPON	75L18	75L24	75L31/M2	75L28F	75L34	75L38	75L43	75L48	75L70	76L26	76L35	76L41	76L51	76L54	77L49	75L55	81 MORT	82 MORT	85L53	88 FLAK-18	88L56	88L71/KWK	88L71/PAK	25 PDR	90150	90L53	152L20	95 HOW
NO.	40	41	42	43	44	45	46	47	48	49	20	51	52	53	54	55	56	57	58	29	09	. 61	62	63	64	65	99	29

WEAPONS (Continued)

AMMO	09	35	30	20	20	30	80	30	80	35	40	30	20	20	20	40	4	30	9	3	4	2	4	10	9	9	9	10
INF ATTACK	7	-	7	7	7	8	7	8	7	80	8	6	6	6	6	10	12	6	6	6	-	-	9			-	-	T
RANGE	40	09	130	130	70	130	130	09	130	40	80	20	130	130	20	130	130	130	-	-	•	-	-	10	က	2	4	4
ACC	10	12	10	10	10	5	5	10	2	8	15	5	10	10	8	10	4	10	25	15	12	12	12	9	3	1	2	3
PEN	0	21	0	0	0	0	0	20	0	0	26	0	0	0	0	0	0	0	0	2	30	20	10	4	29	10	14	24
SHELL SIZE	9	9	9	9	5	4	7	7	7	7	7	8	80	80	8	10	10	8	45	10	-	10	2		2	က	က	4
WEAPON	105L30	100L60	100 FH	105 FH	4.2" MORT	120 MORT	122 FH	122L43	4.5" FH	122L22	128L58	150L10	150 FH	152 FH	152L32	8"HOW	132mm RCKT	155 FH	FLAMETHROWER	DEMO CHARGE	MOLOTOV	AT-MINE	CLSTR GRNDE	AT-RIFLE	PANZERFAUST	PIAT	BAZOOKA	PNZRSCHRECK
NO.	89	69	20	71	72	73	74	75E	75	92	77	78	79	80	81E	81	82E	82	83	84	85	98	87	88	89	06	91	92

FORMATION COMPOSITION CHARTS:

The following charts show what you get Fowhen you purchase a formation after you when you purchase a formation after you where chosen one of the unit data sets.

Where vehicles are listed, you may get one or more of the types shown depending on the time period and the organization of the force.

The following column headings are used:

No.: Number of formation in data set
Formation: Name of formation.
Units/HgS: Number of units and
headquarters in the formation.

Unit Type: The type(s) of units in the formation.

Year: First year of availability.

Avail.: The type of force or nationality for which the formation is available.

Notes: A listing of the vehicles which may be generated for the formation

GERMAN FORMATIONS

NOTES	APC=SK250			APC=SK250,SK251 SK251/10
AVAIL.	ALL	ALL	INF	PZ
YEAR	39	39	L44	41
UNIT TYPE	SMG SQD X 1 APC X 1	SMG SQD X 1 HMG X 2 MMG X 3 RIFLE SQD X 12	SMG SQD X 7 HMG X 1 MMG X 1 INF AT X 1 RIFLE SQD X 6	SMG SQD X 1 APC X 15 HMG X 2
UNITS/HQS	2/1	18/4	16/4	30/4
NO. FORMATION	BN HQ	RIFLE CO	VLKSGRNDR CO	PNZRGRNDR CO
NO.	-	2	က	4

GERMAN FORMATIONS (Continued)

NOTES	AFV=STUG-IIIB,STUG-IIIG, STUG-IV, HETZER	AFV=PZ-IB,PZ-IIC,PZ-IIIE, PZ-38(T)E	AFV=PZ-IIIE,PZ-IIIH, PZ-IIIJ,PZ-38(T)E	AFV=PZ-IVG,PZ-IVH, PANTHER	AFV=PZ-IVG,PZ-IVH, PANTHER	AFV=TIGER, KING TIGER	AFV=PZ-IIIJ,PZ-IIIN PZ-IVE	APC=SK250,SK251	AC=SK222, SK231,	SK231				APC=SK250,SK251 SK251/10	APC=SK250,SK251, SK251/10	AFV=PZ-IIIJ,PZ-IIIN, PZ-IVE	AFV=PZ-IB,PZ-IIC,LYNX	AFV=PZ-IB,PZ-IIC, PZ-IIIE,PZ-38(T)E	AFV=PZ-IIIE,PZ-IIIH, PZ-IIIJ,PZ-38(T)E	AFV=PZ-IVG,PZ-IVH, PANTHER	AFV=PZ-IVG,PZ-IVH,, PANTHER
AVAIL.	ALL	PZ	PZ	PZ	Zd	Zd	PZ	PZ			ALL	INF	NF.	ALL	PZ	PZ	PZ	PZ	PZ	PZ	P7Z
YEAR	E43	39	41	E43	E43	E44	L42	39			33	39	L44	33	39	L42	39	39	41	E43	E43
UNIT TYPE	AFV X 14	AFV X 22	AFV X 17	AFV X 14	AFV X 17	AFV X 14	TIGER X 4 AFV X 8	RIFLE SQD X 4	APC X 8	ACX/	RIFLE SQD X 4 MMG X 1	SMG SQD X 4	SMG SQD X 3 RIFLE SQD X 1	ENG SQD X 4 APC X 4	RIFLE SQD X 4 APC X 4	AFV X 4	AFV X 7	AFV X 5	AFV X 5	AFV X 4	AFV X 5
UNITS/HQS	14/4	22/5	17/4	14/4	17/4	14/4	12/3	23/4			5/1	4/1	4/1	8/1	8/1	4/1	7/1	5/1	5/1	4/1	5/1
FORMATION	STUG CO	PZ CO 39-40	PZ CO 41-42	PZ CO 43-45	SS PZ CO	HVY PZ CO	TIGER CO	RECON CO			RIFLEPLT	FALSHRMJGR PLT	VLKSGRNDR PLT	ARM ENG PLT	PZGRNDR PLT	HVY SUP PLT	PZ REC PLT	PZ PLT 39-40	PZ PLT 41-42	PZ PLT 43-45	SSPZPLT
NO.	5	9	7	00	6	10	=	12			5	14	15	16	17	18	19	20	21	22	23

NOTES	AFV=PZ-IVC,PZ-IVE, PZ-IVF2,TIGER KING, TIGER	AFV=STUG-IIIB,STUG-,IIIG,STUG-IV,HETZER	AFV=STUG-IV,JPZ-I, MARDER,HETZER,JPZ-IV	AFV=STUG-IIIB,STU-H42, STUG-IIIG,STUG-IV, HETZER	AFV=JPZ-I,NASHORN, JAGDPANTHER,ELEFANT, JAGDTIGER	AC=SK222,SK231, SK250,SK251	AC=234/1,PUMA, 234/3,234/4	VEH=OPEL, BUES-NAG, SKFZ7, SK250, SK251	AFV=WIRBLEWIND, OSTWIND	AFV=BRUMBAR,STU-H42, STUG-IIIG,BISON	AFV=WESPE, HUMMEL, LORRAINE	AT=37AT,50AT,75AT, 76AT(R)	AT=88AT, 88 FLAK,	VEH=SKFZ7	IG=75IG, 150IG	MOR=81MOR, 120MOR							AFV=PZ-IVE,PZ-IVH, STUG-IIIB,STUG-IIIG, MARDER	
AVAIL.	7.4	ALL	PZ	ALL	ALL	PZ	Z _d	ALL	P2	PZ	7.4	ALL	PZ		ALL	ALL	ALL	ALL	ALL	ALL		ALL	ALL	
YEAR	39	L42	40	40	40	39	E44	39	L44	L42	L42	39	39		39	39	39	39	39	39		33	39	
UNIT TYPE	AFV X 4	AFV X 4	AFV X 4	AFV X 4	AFV X 3	AC X 5	AC X 6	VEH X 10	AFV X 2	AFV X 2	AFV X 2	AT X 2	ATX2	VEH X 2	IGX2	MOR X 2	RIFLE X 2	ENG SQD X 2	INF AT X 3	HMG X 1	MINIGAL	105FH X 12 150FH X 4	AFV X 2	
UNITS/HQS	4/1	4/1	4/1	4/1	3/1	5/1	6/1	10/1	2/1	2/1	2/1	2/1	4/1		2/1	2/1	2/1	2/1	3/1	3/1		4/1	2/1	
FORMATION	HVY PZ PLT	STUG PLT	JPZ PLT	AG PLT	ND JPZ PLT	ARM CAR PLT	HVY AC PLT	DIV TRANSPORT	FLAK PZ SEC	SP IG SEC	SP ART SEC	AT SEC	88 SEC		INF GUN SEC	MORTAR SEC	INF SEC	ENG SEC	INF AT SEC	MG SEC		DIV ART	TK/SPG SEC	
NO.	24	25	26	27	28	29	30	31	32	33	34	35	36		37	38	39	40	41	42		43	44	

SOVIET/POLISH FORMATIONS

NOTES					CAFV=BT7A, KV-1,KV-2 T-34/76A,T-34/76C, AFV=BT7,T-26S,T-60,T-70	AFV=T-28E,T-34/76A, T-34/76C,T-34/85	AFV=KVIC,KV85,JSII	AFV=SU-85,SU-76, SU-122,SU-152						AFV=T-28S,KV-1,KV-2, T-34/76A	CAFV=BT7A,KV-1,KV-2, T-34/76A,T34/76C, AFV=BT7,T-26S,T-60, T-70	AFV=T-28E,T-34/76A, T-34/76C,T-34/85	AFV=KV-1,KV-1C,KV-85, KV-2,JS II	AFV=SU-85,SU-100, JSU-122	AFV=SU-122,SU-152, JSU-152	
AVAIL.	ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL	TNK	ALL	ALL	ALL	ALL	TNK	TNK	ALL
YEAR	39	39	39	39	39	39	E43	L43	39	39	39	39	E42	39	39	39	39	L43	L43	39
UNIT TYPE	SMG SQD X 1 1&1/2 TON X 1	RIFLE SQD X 16 HMG X 1 MMG X 1	SMG SQD X 13 HMG X 1	CAV SQD X 13	CAFV X 3 AFV X 18	AFV X 21	AFV X 10	AFV X 10	RIFLE SQD X 5	SMG X 4	ENGR SQD X 5	CAV X 4	SMG SQD X 4 M3 HT X 4	AFV X 2	CAFVX1 AFVX9	AFV X 10	AFV X 3	AFV X 4	AFV X 4	SU-76 X 3
UNITS/HQS	2/1	18/4	14/4	13/4	21/3	21/3	10/4	10/1	5/1	4/1	5/1	4/1	8/1	2/1	10/1	10/1	3/1	4/1	4/1	3/1
FORMATION	BRIG HQ	RIFLE CO	SMG CO	CAV SQDRN	LT TANK BN	MED TANK BN	HVY TANK CO	SPG BN	RIFLEPLT	SMGPLT	ENGR PLT	CAV TRP	RECON PLT	INDPT TANK PLT	LT TANK CO	MED TANK CO	HVY TANK PLT	TANK DEST BTTY	SP GUN BTTY	LT SP BTTY
NO.	-	2	က	4	2	9	7	00	6	10	=	12	13	14	15	16	17	18	19	20

AC=BA-6,BA-64	VEH=1&1/2 TON TRUCK, 2&1/2 TON TRUCK, M3HT		AT=45AT,57AT,76AT	MORT=82MORT,120MORT	IG=75IG,122 HOW	INF=RIFLE, SMG, ENG								AFV=T-35,KV-1C,KV-2, T-34/76A,T-34/76C	AFV=SU-76,SU-85, SU-122,SU-152			AFV=TK-3,TK-3M, TKS,7TPJW,FT-17			AFV=TK-3,TK-3M, TKS,7TPJW,FT-17			AC=WZ-34,WZ-34/A	
ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL	TNK	ALL		ALL	ALL		ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL
39	39	39	39	39	39	39	39	E44	39		E42	41		39	E43	39	39	39	39	39	39	39	39	39	39
AC X 3	VEH X 10	76 AT X 2	ATX2	MORT X 2	IGX2	INF X 2	INF AT X 2	37AA X 2	HMG X 1	MMG X 2	KATYUSHKA X 8	122FH X 8	152FH X 4	AFV X 2	AFV X 2	RIFLEX 13	CAV X 13	AFV X 16	RIFLE X 4	CAV X 4	AFV X 5	37AT X 2	75IG X 2	AC X 3	60MORT X 2
3/1	10/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	3/1		8/1	3/1		2/1	2/1	15/4	13/4	16/4	4/1	4/1	5/1	2/1	2/1	3/1	2/1
ARMOR CAR PLT	DIV TRANSPORT	LT ART SEC	AT SEC	MORT SEC	GUN SEC	INF SEC	INF AT SEC	AA SEC	MG SEC		ROCKET BTTY	HOW BN		TANK SEC	SPG SEC	POLISH INF CO	POLISH CAV SQD	POLISH TANK CO	POLISH INF PLT	POLISH CAV TRP	POLISH TANK PLT	POLISH AT SEC	POLISH 75 SEC	POLISH AC TRP	POLISH MORT SEC
21	22	23	24	25	26	27	28	29	30		31	32		33	34	35	36	37	38	39	40	41	42	43	44

NOTES

AVAIL.

YEAR

UNITS/HQS UNIT TYPE

NO. FORMATION

BRITISH COMMONWEALTH FORMATIONS

	APC=KANGAROO,BREN, M3 HT		APC=KANGAROO,BREN, M3 HT	AFV=MKIIA,MKVIC, HONEY,STUART VI	AFV=A-10,A-13, CRUSADER I,CRUSADER III, MATILDA CS,CRUSADER CS, CHURCHILL CS	AFV=HONEY, CRUSADER I, SHERMAN I, LEE	AFV=VALENTINE III, VALENTINE IX,	MATILDA II, CHURCHILL I, CHURCHILL IV, CS=CROMWELL CS,	MATILDA CS, CRUSADER CS, CHURCHILL CS	AFV=CROMWELL, SHERMAN I, CS=CHURCHILL CS,CROMWELL CS,	CRUSADER CS, MATILDA CS	AFV-SHERMAN I, FIREFLY, SHERMAN III, CROMWELL, CENTAUR, CHALLENGER	AFV=ARCHER,ACHILLES AC=DAIMLER,HUMBER, STAGHOUND	AC=DAIMLER, HUMBER, STAGHOUND			APC=KANGAROO,BREN, M3 HT	AFV=MKIIA,MKVIC
NOTES	APC=KAI M3 HT		APC=KAI M3 HT	AFV=MK	AFV=A-10,A-13, CRUSADER I,CF CHURCHILL CS	AFV=HOI	AFV=VAL	MATILD/ CS=CRO	MATILD/	AFV=CROMWEL SHERMAN I, CS=	CRUSAD	AFV=SHE CENTAU	AFV=AR(AC=DAIN	AC=DAIN			APC=KAI M3 HT	AFV=MK
AVAIL.	ALL	ALL	TNK	TNK	TNK	TNK	ALL			TNK		XI	ALL	TNK	ALL	ALL	TNK	TNK
YEAR	39	39	39	39	33	E42	39			E43		L44	L44	39	39	39	39	39
UNIT TYPE	INF SQD X 1 APC X 1	INF SQD X 13 MG X 1	INF SQD X 12 APC X 17	AFV X 16	AFV X 14 CS X 2	AFV X 12	AFV X 16	CSX1		AFV X 14 CS X 2		AFV X 14	AFV X 12 AC X 2	AC X 18	INF SQD X 4	ENGR SQD X 4	INF SQD X4 APC X 4	AFV X 4
UNITS/HQS	2/1	14/4	29/4	16/4	16/4	12/4	17/6			16/4		14/4	14/4	18/6	4/1	4/1	8/1	4/1
FORMATION U	BN HQ	INF CO	MECH CO	HUSSAR SODRN	CRUISER SQDRN	DRAGOON SQDRN	INF TANK CO			43 TANK CO		44 TANK CO	TANK DEST CO	AC SQDRN	INF PLT	ENGR PLT	MECH PLT	HUSSAR TROOP HONEY,STUART VI
NO.	-	2	က	4	2	9	7			00		6	10	-	12	13	14	15

																											1
NOTES	AFV=A-10,CRUSADER I, A-13,CRUSADER III	AFV=HONEY, CRUSADER I, GRANT, SHERMAN I	AFV=MATILDA II,VALENTINE III, VALENTINE IX CHURCHILL I, CHURCHILL IV	AFV=SHERMAN I, CROMWELL	AFV=SHERMAN I,FIREFLY, CROMWELL,SHERMAN III,	AEV HOMEN STIMBEN	AFV=HONEY, SI UAKI VI	AFV=ARCHER,ACHILLES	APC=KANGAROO,BREN,	M3 HT, AFV=SHERMAN I, CROMWELL	AC=DAIMLER, HUMBER, STAGHOUND	VEH=1&1/2TON, BREN, 2&1/2TON, M3 HT, KANGAROO		CS=CRUSADER CS, MATILDA CS, CROMWELL	CS, CHURCHILL CS	AFV=HONEY, MATILDA II, GRANT, SHERMAN I, SHERM.III	AFV=BISHOP, PRIEST, SEXTON	AT=2PDR,6PDR,17PDR,	MORT=3IN MORT, 4.2IN, MORT								HOW=4.5" FH,8" HOW, HOW X 8
AVAIL.	TNK	TNK	ALL	TNK	TNK	IIV	ALL	ALL	TNK		ALL	ALL	ALL	ALL		ALL	ALL	ALL	ALL	ALL	ALL	ALL	ALL		ALL	ALL	ALL
YEAR	39	E42	39	E43	L44	240	E43	L44	E43		39	39	E44	40		39	E42	39	39	39	39	39	39		E43	39	L42
UNIT TYPE	AFV X 4	AFV X 3	AFV X 3	AFV X 4	AFV X 4	* \\\\\	AFV X 4	AFV X 4	APC X 2	AFV X 2	AC X 3	VEH X 10	CROCODILE X 2	CS X 2		AFV X 2	AFV X 2	ATX2	MORT X 2	25PDR X 2	INF SQD X 2	ENGR SQD X 2	INF SQD X 2	MMG X 2	INF AT X 3	25PDR X 16	4.5IN FH X 8
UNITS/HQS	4/1	3/1	3/1	4/1	4/1	4.14	4/1	4/1	4/1		3/1	1/01	2/1	2/1		2/1	2/1	2/1	2/1	2/1	2/1	2/1	4/1		3/1	4/1	4/1
FORMATION	CRUISER TROOP	DRAGOON TROOP	INF TANK PLT	43 TANK PLT	44 TANK PLT	TIOTIT TAKIN DI T	LIGHT TANK PLI	TANK DEST PLT	REECE TROOP		AC TROOP	DIV TRANSPORT	CROCODILE SEC	CS TANK SEC		TANK SEC	SP ART SEC	AT SEC	MORT SEC	25PDR SEC	INF SEC	ENGR SEC	HVY WPNS SEC		INF AT SEC	DIVART	CORPS ART
NO.	16	17	00	19	20	0.4	17	22	23		24	25	26	27		28	29	30	31	32	33	34	35		36	37	38

MINOR AXIS FORMATIONS

NOTES					AFV=CV-L3/35,CV-LS/40	AFV=M-11/39,M-13/40, M-13/42,P-26/40	AFV=SEM 47, SEM 75, SEM 105, SEM 90	AFV=CKD-R.1,CKD-P.II, R-35,PZ-38(T)E,PZ-IVH	AFV=TOLDI-I-II, TURAN-I, TURAN-II, PZ-38(T)E, PZ-IVH	AFV=FT-18,T-26S, BT-7,KV-1,T-34/76A						AFV=CV-L3/35,CV-L6/40	AFV=M-11/39,M-13/40, M-13/42,P-26/40	AFV=SEM 47,SEM 75, SEM 105,SEM 90	AFV=CKD-R.1,CKD-P.II, R-35,PZ-38(T)E,PZ-IVH
AVAIL.	ALL	ITALY	MINOR	NI	ITALY	ITALY	ITALY	RUM	HUNG	FIN	ITALY		MINOR	FIN	ALL	ITALY	ITALY	ITALY	RUM
YEAR	39	39	33	36	39	40	E42	39	39	39	39		39	39	39	39	40	E42	39
UNIT TYPE	RIFLE SQD X 1 LT TRUCK X 1	RIFLE SQD X 10 LMG SEC X 6 HMG X 1	RIFLE SQD X 13 HMG X 1	SKI SQD X 12 RIFLE SQD X 1 HMG X 1 SLED X 2	AFV X 16	AFV X 17	AFV X 14	AFV X 14	AFV X 17	AFV X 16	RIFLE X 3	LMG SEC X 2	RIFLE SQD X 4	SKI SQD X 4	ENGR SQD X 4	AFV X 5	AFV X 5	AFV X 4	AFV X 4
UNITS/HQS	2/1	17/4	14/4	16/4	16/4	17/4	14/4	14/4	17/4	16/4	5/1		4/1	4/1	4/1	5/1	5/1	4/1	4/1
FORMATION	BN HQ	ITALIAN INF CO	INF CO	SKICO	LT TANK CO	MDM TANK CO	SEMOVENTE CO	TANK CO	TANK CO	TANK CO	INFPLT		INFPLT	SKIPLT	ENGR PLT	LT TANK PLT	MDM TANK PLT	SEMOVENTE PLT	TANK PLT
NO.	-	2	3	4	5	9	7	80	0	10	=		12	13	14	15	16	17	18

NOTES	AFV=TOLDI-I-II,TURAN-I, TURAN-II,PZ-38(T)E, PZ-IVH	AFV=FT-18,T-26S,BT-7, KV-1,T-34/76A	AC=AUTOBLINDA	AC=ADGZ,SK222	AC=39M CSABA,SK222	AFV=TURAN-II,STUG-IIIG	AFV=NIMROD	AT=20AA,47AT,90AA,37ATMG	AT=37AT,47AT,75AT, 76AT	AT=37AT,50AT,75AT, 76AT	AT=37AT,75AT,76AT								AFV=PZ-38(T)E,PZ-IVH, TIGER,STUG-IIIG	VEH=TRUCK
AVAIL.	HUNG	FIN	ITALY	RUM	HUNG	HUNG	HUNG	ITALY	RUM	HUNG	FIN	ITALY	MINOR	ALL	ALL	ALL		ALL	ALL	ALL
YEAR	39	39	39	39	39	L43	L42	39	39	39	39	39	39	39	39	39		33	40	39
UNIT TYPE	AFV X 5	AFV X 5	AC X 5	AC X 5	AC X 5	AFV X 10	AFV X 6	ATX2	ATX2	ATX2	ATX2	65IG X 2	75IG X 2	81 MORT X 2	HMG X 2	75FH X 12	105FH X 4	105FH X 12 150FH X 4	AFV X 4	VEH X 10
UNITS/HQS	5/1	5/1	5/1	5/1	5/1	1/01	6/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	4/1		4/1	4/1	10/1
FORMATION	TANK PLT	TANK PLT	AC PLT	AC PLT	AC PLT	ASSAULT BTTY	AA/AT BTTY	AT SEC	AT SEC	AT SEC	AT SEC	IG SEC	IG SEC	MOR SEC	MG SEC	REGT ART		DIVART	TANK SUPPORT PLT	DIV TRANSPORT
NO.	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34		35	36	37

MINOR ALLIED FORMATIONS

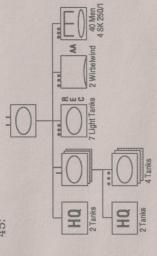
NOTES	VEH=RENAULT,AMX UE, HOTCHKISS	VEH=RENAULT,AMX UE, HOTCHKISS	VEH=PANHARD,R-35, H-35,AMR-35,AMC-35	AFV=PANHARD, R-35, H-35, AMR-35, AMC-35	AFV=CHAR B1, CHAR B1S, S-35	AFV=FT-18,FT-17, FCM-36,CHAR D2	AFV=FT-17,FT-18,T-15, AMC-35	AFV=FT-17,FT-18		AMX UE X 4	AFV=PANHARD,R-35, H-35,AMR-35,AMC-35	AFV=R-35,H-35,H-39, AMR-35	AFV=CHAR B1, CHAR B1S, S-35	AFV=FT-18,FT-17, FCM-36,CHAR D2	AFV=FT-17,FT-18,T-15, AMC-35	AFV=FT-17,FT-18	VEH=RENAULT, AMX UE, HOTCHKISS	AT=25AT,47AT	IG=37IG,75IG	MORT=60 MORT,82MORT
AVAIL.	ALL	ALL	Œ	Œ	Œ	Æ	BEL	na	ALL	ALL	Œ	Œ	Œ	Œ	BEL	na	ALL	ALL	ALL	ALL
YEAR	39	39	39	39	39	39	39	39	39	39	39	39	39	39	39	39	39	39	39	39
UNIT TYPE	SMG SQD X 1 VEH X 1	INF SQD X 13 VEH X 1	INF SQD X 8 AMX UE X 8 VEH X 13	AFV X 13	AFV X 10	AFV X 13	AFV X 12	AFV X 12	INF SQD X 4	INF SQD X 4	AFV X 6	AFV X 3	AFV X 3	AFV X 3	AFV X 3	AFV X 3	VEH X 10	AT X 2	IGX2	MORT X 2
UNITS/HQS	2/1	14/4	29/5	13/5	10/4	13/5	12/4	12/4	4/1	8/1	6/1	3/1	3/1	3/1	3/1	3/1	1/01	2/1	2/1	2/1
FORMATION	BN HQ	INF CO	CAV SQDRN	LEGERE TANK CO	CUIR TANK CO	INF TANK CO	BELGIAN CAV CO	DUTCH TANK CO	INF PLT	ARMOR INF PLT	CAV TRP	LEGERE TANK PLT	CUIR TANK PLT	INF TANK PLT	BELGIAN CAV PLT	DUTCH TANK PLT	DIV TRANSPORT	AT SEC	IG SEC	MORT SEC
NO.	-	2	4	2	9	7	00	6	10	#	12	13	14	15	16	17	18	19	20	21

NOTES				AFV=FT-17,FT-18,T-15, AMC-35	150 FH X 4
AVAIL.	ALL	ALL	ALL	ALL	ALL
YEAR	39	39	39	39	39
UNIT TYPE	INF SQD X 2	ENGR SQD X 2	INF SQD X 2 HMG X 1 MMG X 1	AFV X 2	105 FH X 8
UNITS/HQS	2/1	2/1	4/1	2/1	3/1
FORMATION	INF SEC	ENGR SEC	HVY WPNS SEC	TANK SEC	DEV ART
NO.	22	23	24	25	26

SAMPLE ORGANIZATIONAL CHARTS:

The following two charts illustrate how you can use the formations given in the game to construct other, larger, forces.

Sample German Panzer Battalion 1944

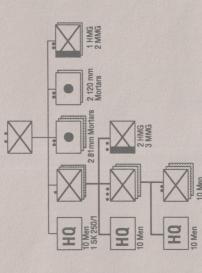


To buy this organization, purchase the following German formations in late 1944 or 1945:

- 3 * formation 8
- * formation 16 * formation 19
- 1 * formation 32

Edit your units and covert units A0 and A1 to tanks.

Sample German Infantry Battalion Chart:



To buy this organization, purchase the following German formations:

- 3 * formation 2 5 * formation 38
- 2 * formation 42

Edit your units and make sure you have six 81mm mortars and four 120mm mortars.

TIME PERIODS:

The following months show the active time periods for each army during the campaign game. Note that if you are playing the British and you have a force value of less than 50, there is a 50% chance that you will fight in Norway in April of 1940. If you are playing the British or Germans and you have a force value of less than 50, then you will fight in Crete in May of 1941.

 German Army

 Nestern Europe
 Eastern Europe
 Africa

 5/40 - 6/40
 9/39 - 10/39
 4/41 - 5/43

Vestern Europe Eastern Europe 5/40 - 6/40 9/39 - 10/39 4/ 4/41 - 5/41 7/41 - 5/45 7/43 - 5/45

British Army

Western Europe Africa 4/40 - 6/40 4/41 - 5/41 7/43 - 5/45

Russian Army

Eastern Europe 12/39 - 2/40 7/41 - 5/45

Players' Notes

PANZER STRIKE! is an extremely interesting simulation of WWII land combat. You can command a variety of different forces from PZ-IIc's in Belgium to Tigers in Tunisia to cavalry units in the dead of winter in Finland. Your own imagination is the only limitation.

The following are some suggested guidelines on tactics.

Advancing

der it by rushing headlong into an ambush. It is infinitely preferable to send denly see half of your heavy armor brew up by blundering into an ambush. One way for your armored units to attack is to use the overwatch method. This is done position to support them. Once the lead yards, have them stop and order the rear group to advance through them to the next forward support position. By using 1. Armor - The tank is by far the most potent unit in the game. Do not squaneither a light tank or an armored car to by having some of your tanks advance while the remaining tanks stay in a good tanks have moved forward 300-500 find the enemy's position than to sud

the overwatch method, when you encounter the enemy you will instantly have fire support to neutralize enemy fire.

2. Infantry – Spread out. Your infantry units are much more vulnerable to fire when in the open or densely packed. Take advantage of all available terrain when advancing. Tanks can often survive being hit in the open...they have armor. Infantry has no armor and must be more cautious. Another important point with attacking infantry is to stay near your tanks. The heavy firepower they can lend at short notice is very important to the survival of your infantry is to stay they can lend at short notice is very important to the survival of your infantry is to stay they can lend at short notice is very important to the survival of your infantry in the your infantry infantry in the your infantry infantry in the your infantry in

3. Artillery – Field guns and howitzers can be very useful to an attack because of their ability to lay smoke. Use your medium artillery to lay smoke that allows you to reach a better firing position and hold your heavy guns and mortars until you spot his main force. Start dropping your light mortars (81mm, 82mm, or 3") immediately on any suspected positions as they have lots of ammunition. The highest priority targets for artillery fire

are AT guns and artillery. Your won't kill tanks often enough for it to be worth firing at them with your artillery, but heavy artillery can really hurt enemy guns.

Defending

1. Armor – The most important thing to decide when defending with armor is what ranges to set your weapons at. If your weapons can kill your opponent's tanks better at range than his can kill yours, then leave your ranges set to maximum. If, however, your opponent has better long range weapons than you, then try to set ambushes where you'll get shots at boint blank before your opponent spots your positions.

2. Infantry – The most successful infantry defense is one where you are able to fire before your opponent does. This requires judicious use of the ambush. Ambushing really just consists of waiting for your opponent to drive right into a set up trap where you can kill him before he can hurt you seriously. This usually means that you have to use terrain very well. Ambushes succeed best when your infantry is on the back side of hills or in

dense woods/cities. In these situations, you will often be able to kill enemy units before they can react. One important capability of infantry is assult. Infantry can assault enemy units that are adjacent to them, and this is lethal to even the most powerful enemy tank of infantry squad. Use assaults whenever you can, because at a range of 50 yards enemy units will quickly remove your infantry unless you remove them first.

3. Artillery - Ther are really only two uses for defending artillery...counter-battery and pinning attacking infantry. Mortars and howitzers on defense can be used very effectively to blast enemy mortars out your artillery. However, pounding more important. In this case, it's not the act of killing them that is as important as the act of pinning them. Pinned infantry once they reveal themselves by firing. Of course, this goes both ways, so spread advancing enemy infantry is generally won't want his infantry units to reach you piecemeal. As time is generally on the defenders side, pinning almost as good as killing it.

heneral

- 1. Always remember to rallyyour troops. Although you will lose suppression points when your opponent stops firing at you, rallying will perform this function much faster, and may prevent your troops from fleeing from the scene of battle.
- 2. Remember your objective. Killing lots of enemy units won't necessarily win the battle for you if you were supposed to break through and bypass the enemy. Glory hunting will just get you killed.
- 3. Watch your ammunition supply. Some weapons come with plentiful ammo and can be fired virtually at will. However, several heavy guns come with so little ammo the targets must be chosen carefully.
- 4. Knowyour enemy. Wheneveryou spot an enemy vehicle, look it up. Examine its characteristics and calculate whether to engage it at range or to use smoke to allow you to close.

Notes on Graphics:

There are some graphic shapes which you will see on the screen which may require some explanation. The shape that looks like two arrows facing each other is the conflict symbol, and is used whenever forces of both sides are in the same square. You will also note that heavy tanks ahve a "thicker" looking appearance than light tanks. (A tank with a silhouette size of 5 or more is considered heavy.)

Tank, vehicle, and anti-tank gun units can face any of the 8 possible directions, and hence have a different shape for each. Infantry and mortar units, while able to face any of the 8 directions, have only one symbol which is sued for any facing.

Finally, to become familiar with the various terrain shapes, you will note taht the number of each shape is given in the map build routine as the coursor is placed in the square of the feature. The best way to learn about the terrain for a given theatre is to choose to build a custom map, and then type in one square of each type of terrain.

Scenario Notes

EASTERN THEATRE:

Scenario Name: Iron Stoves

Date of Action: September, 1941

Visibility: 10

Axis Mission: Delay

Allied Mission: Bypass

Game Length: 30

Suggested

Human Player:

Historical Notes:

As the German forces neared Leningrad, they were ordered to encircle the city rather than attempt to take it outright. Outside the village of Malaya Kabosi, the Soviets counterattacked with their new KV-1 and KV-2 tanks in an attempt to reopen the lines into the city.

Scenario Name: Ring Road
Date of Action: January, 1943
Map Size: January, 1943
Wisibility: 40
Axis Mission: Hold Objective
Game Length: 60
Suggested
Human Plaver: Soviet

appearance of the Tiger tank in combat on the Eastern Front. Though the temperature was 28 degrees below zero Celsius, the reception the Tigers gave the T-34's was anything but cold.

AFRICAN THEATRE:

Scenario Name: Breakout
Date of Action: June, 1942
Map Size: 10 x 60
Visibility: 10
Axis Mission: Delay
Allied Mission: Bypass
Game Length: 30
Suggested

Human Player: British
Historical Notes: The lines for both sides were quite confused after the battle of Gazala. Units of the British 50th division used the cover of a duststorm to mask their breakout through enemy lines towards Tobruk.

Scenario Name: DAK Reacts
Date of Action: November, 1941
Map Size: 60 x 60
Visibility: 60
Axis Mission: Engage
Allied Mission: Engage

Suggested
Human Player:
British
Historical Notes:
Sader battles, the Stephen Group, part of the 5th Panzer Regiment, was ordered to reconnoiter towards the village of Gabr Saleh. There it ran into most of the 4th Armoured Brigade Group. Although numerically the two forces were closely matched, the Honeys could not stand up to the German guns.

WESTERN THEATRE:

A French force, he town of Boos, near Rouen, during the French retreat. The Germans tried to consisting mostly of armored cars but with anti-tank guns and tanks in support, was ordered to set up a roadblock at Hold Objective Group Franc June, 1940 German 20 x 60 Bypass Historical Notes: Scenario Name: Date of Action: Human Player: Allied Mission: Same Length: Axis Mission: Suggested Map Size: Visibility:

This was the first

Historical Notes:

sneak through a column of tanks; the unsupported tanks were no match for the combined arms defense of the French.

Scenario Name: British Steel
Date of Action: May, 1940
Wap Size: 20 x 60
Visibility: 50
Axis Mission: Clear Objective
Game Length: 30
Suggested

Human Player: Either Historical Notes: During the Battle of Arras, the British broke through the German lines and overran some of the

German anti-tank guns. The commander of the German forces, Erwin Rommel, discovered in this, his first engagement with the British, that his 37 mm anti-tank guns could not penetrate the armor on the Matilda tank.

Jagdpanzers as well as some tanks.

Grenadier Division. Losses were heavy on attack staged by units of the 15th Panzer both sides, with the Germans losing 4 XXX Corps met and repulsed a counter-During the British drive to the Rhine, units of the British Cleve-Hekkens February, 1945 Clear Objective Clear Objective German 09 x 09 Road 40 Historical Notes: Scenario Name: Human Player: Date of Action. Allied Mission: Game Length: Axis Mission: Suggested Visibility: Map Size:

Scenario Name: Tutorial
Date of Action: Late 1944
Map Size: 20 x 60
Visibility: 90
Axis Mission: Clear Objective
Game Length: 30
Suggested

Human Player:

Historical Notes: This scenario is not historically based. Both sides must clear a town of enemy troops so as to control the crossroads. Both sides have a combined arms force, but the Germans have the edge in quality of equipment and hold the objective at the start.

TERRAIN EFFECTS CHARTS FOR EASTERN/WESTERN EUROPE AND NORTH AFRICA

TEDDAM CECENTO PUADT

	Eastern and	L >	Vestern Eu	AR1 Irope				IEKKA K	N S
*	Terrain			Move	Movement Costs	sts	*	Terrain	
	Туре	Level	Cover?	^	—	ш		Туре	Lei
0	Clear	-	Z	2	2	5	0	Clear	
1-7	Road	-	Z	3.5	2.5	4	1-7	Road	
8-9	Stone Bldg	-	7	20	NA	7.5	8-9	Stone Bldg	
9	Forest	-	7	20	09	10	10	Olive Trees	
11-16	Slope	2	Z	7.5	10	9	11-16	Slope	
17-18	Slope/Road	2	Z	4	3.5	2	17-18	Slope/Road	
19	Rough	2	٨	20	09	10	19	Rough	
20	Wheat	-	٨	5	10	7.5	20	Sand	
21	Cliff	က	Z	NA	NA	25	21	Impassible Sand	
22	Depression	-	٨	20	09	10	22	Depression	
23	Wood Bldg	-	٨	2	5	2	23	Wood Bldg	
24	Clear	3	N	5	5	5	24	Clear	
25-31	Road	က	N	3.5	2.5	4	25-31	Road	
32-33	Stone Bldg	က	٨	20	NA	7.5	32-33	Stone Bldg	
34	Forest	က	7	20	09	10	34	Olive Trees	
35	Rough	4	٨	20	09	10	35	Rough	7
36	Wheat	က	7	2	10	7.5	36	Sand	
37	Bldg Fire	-	>	20	09	10	37	Bldg Fire	
38	Depression	က	7	20	09	10	38	Depression	
39	Wood Bldg	က	٨	2	5	2	39	Wood Bldg	
40	Swamp	0	7	30	NA	15	40	Oasis	
41	Water	0	Z	NA	NA	NA	41	Water	
42-47	River	0	Z	NA	NA	NA	42-47	Escarpment	

TERRAIN EFFECTS CHART North Africa

=01:	Terrain			Mov	Movement Costs	osts
	Туре	Level	Cover?	>	-	ш
0	Clear	-	Z	2	5	5
1-7	Road	-	N	3.5	2.5	4
8-9	Stone Bldg	-	7	20	NA	7.5
10	Olive Trees	-	٨	20	09	10
	Slope	2	2	7.5	10	9
	Slope/Road	2	N	4	3.5	2
	Rough	2	٨	20	09	10
	Sand	-	٨	15	09	10
	Impassible Sand	-	Z	NA	NA	25
22	Depression	-	7	20	09	10
23	Wood Bldg	-	7	5	5	5
24	Clear	က	Z	5	2	5
25-31	Road	က	Z	3.5	2.5	4
32-33	Stone Bldg	3	٨	20	NA	7.5
34	Olive Trees	က	>	20	09	10
35	Rough	4	٨	20	09	10
36	Sand	3	>	15	09	10
37	Bldg Fire	-	7	20	09	10
38	Depression	3	7	20	09	10
39	Wood Bldg	က	7	2	2	5
40	Oasis	0	>	5	5	5
41	Water	0	Z	NA	NA	NA
42-47	Escarpment	0	Z	NA	NA	25

							_			
5	5	5	5		10	10	10	5	5	5
2	2	2	2		09	NA	NA	NA	NA	NA
5	2	5	2		20	25	25	09	09	09
Z	Z	Z	Z		>	٨	>	Z	Z	Z
-	0	0	0		-	-	3	-	2	က
Bridge	Coast	Coast	Coast	Unused	Vegetation Fire	Rubble	Rubble	Dragon teeth	Dragon teeth	Dragon teeth
48-49	20	51	52	53	54	55	56	22	28	59
2000										
5	25	5	7.5	7.5	10	10	10	2	2	2
				10 7.5						
5	NA	5	10		09	NA	NA	NA	NA	NA
5	NA NA	5 5	10	5 10	20 60	25 NA	25 NA	NA	60 NA	60 NA
5	NA NA	5 5	5 10	5 10	20 60	25 NA	25 NA	60 NA	60 NA	60 NA
5	O N NA NA	0 N 5 5	0 N 5 10	5 10	1 Y 20 60	1 Y 25 NA	3 Y 25 NA	1 N 60 NA	2 N 60 NA	3 N 60 NA

NOTES

Number preceeding type is number used for placing terrain during the map build routines.

Level is the height level of the feature.

Cover indicates whether the feature does (Y) or does not (N) provide cover to units in that feature. All cover is soft except for stone buildings, which are hard cover.

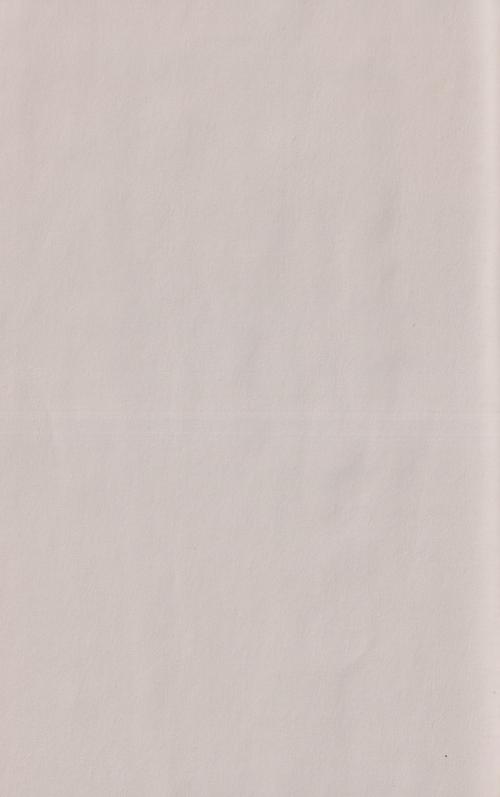
Movement numbers are costs in miles per hour to enter square.

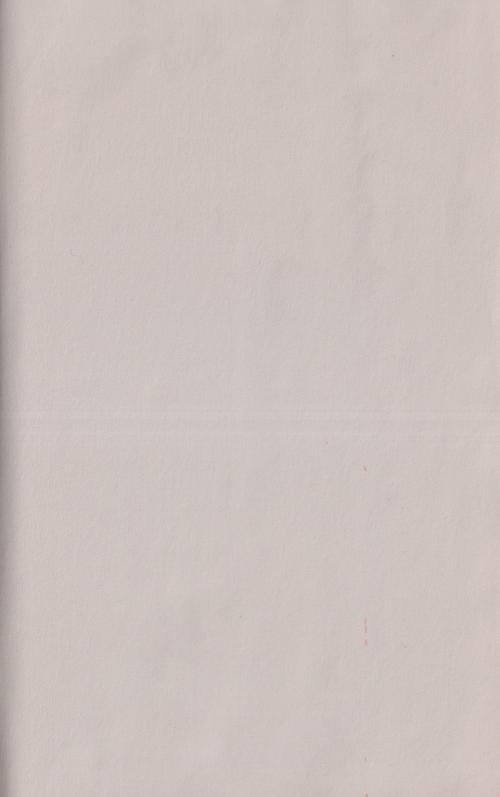
When the weather is snow or rain, add 2.5 to the cost to enter all terrain features. When the weather is snow, the cost to enter swamps is half of the normal cost.

V = All vehicles except trucks

T = Trucks

F = Foot and mobile gun (mortar) units





MAP MENU:

(A-S)	(0)	(9)	(1-8)
terrain can be seen. Select unit Press the formation letter followed by the unit number. That unit	View terrain only. All units are cleared from the screen so that the underlying	Display current score.	Move cursor.

(U) Get unit at cursor position. The unit at the cursor location will become the current unit and you will be placed in the Unit Menu.
 (V) View. All squares that can be seen from the cursor location will be inversed.
 (W) View mission objective. All squares in the mission objective area will be inversed.

will become the current unit and you will be placed in the Unit Menu.

Exit Orders Phase.
Inspect stack. The type of the next unit down in the stack will appear at the bottom of the Map Menu.

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It can then be accessed with the U key.

Toggle maps. The map changes to whichever (strategic or tactical) is not in use.

The score is displayed and the game will end.

Places all units on a side under computer control. In Deployment, this key

KEYS ACTIVE DURING COMBAT PHASE

Decrease message delay 1 increment

P009

Orders. Go to an Orders Phase at the end of the current Combat Phase Toggle pause. When first hit, will stop the action; when hit again, will

restart it.

SE SE

(7)

Toggle sound. Turns sound on and off.

View terrain only. All units are cleared from the screen so that the underlying terrain can be seen

Toggle maps. The map changes to whichever (strategic or tactical) is not in

QUESTIONS OR PROBLEMS: Our main business telephone number is (415) 964-1353. We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game/rules. Both numbers can be called every weekday, 9 to 5 Pacific Time.

